WHAT IS CLAIMED IS:

| 1 | A computer-implemented method for managing distribution of games, the method |
|---|---|
| 2 | •• |
| 3 | ising a first E-mail game on a server located at a server site, |
| 4 | storing the received first E-mail game at the server site with a previously |
| 5 | stored second E-mail game; |
| | the pages to the first and second E-mail games for retrieval, and |
| 6 | sending the first E-mail game, if requested by a first player, to a first game |
| 7 | player site for initiating an instance of the first E-mail game. |
| 8 | |
| 1 | The computer-implemented method of claim 1 further comprises: receiving a file on the server from the first game player site, the file including |
| 2 | receiving a file on the server from the first game projected with an initiated instance of the first |
| 3 | data representing a first game move associated with an initiated instance of the first |
| 4 | E-mail game; producing an E-mail message that includes data representing the first game |
| 5 | producing an E-mail message that includes data appro- |
| 6 | move applied to the initiated instance of the first E-mail game; and |
| 7 | move applied to the initiated instance and the first family game player site to initiate a transmitting the E-mail message to a second game player site to initiate a |
| 8 | second game move of the initiated instance of the first E-mail game by a second |
| 9 | player. |
| | 3. The computer-implemented method of claim 1, wherein the first E-mail game is |
| 1 | received from an E-mail game developer site. |
| 2 | received from an E-man game do organic |
| 1 | 4. The computer-implemented method of claim 1, wherein the first and second E- |
| 2 | 4. The computed inspection and the storing multiple E-mail games. |
| - | 5. The computer-implemented method of claim 2, wherein the file uses hypertext |
| 1 | |
| 2 | transfer protocol (HTTP). |
| | The computer-implemented method of claim 2, wherein the file includes |
| 1 | in a salam language (XML). |
| 2 | CALCIDATOR MARINE |

second player.

1

2

1

2

| 1 | 9. The computer-implemented method of claim 2, further comprising: |
|-------------|---|
| 2 | The computer-implemented include of computers of the first E-mail game storing the first game move applied to the initiated instance of the first E-mail game |
| 3 | on a storage device in communication with the server. |
| 1 2 | 10. The computer-implemented method of claim 2, wherein the E-mail message includes an invitation for the second player to participate in the initiated instance of the first |
| 3 | E-mail game. |
| 1 2 | 11. The computer-implemented method of claim 2, wherein the E-mail message includes an advertisement for displaying to the second player. |
| 1 2 | 12. The computer-implemented method of claim 2, wherein the E-mail message includes the state of the initiated instance of the first E-mail game. |
| 1 | 13. The computer-implemented method of claim 2, wherein the first E-mail game is a |
| 2 | turn-based E-mail game. |
| 1 2 | 14. The computer-implemented method of claim 2, wherein the first game move applied to the initiated instance of the first E-mail game is displayed at the second game |
| 3 | player site based on receipt of the E-mail message. |
| 1 2 3 | 15. The computer-implemented method of claim 1 further comprises: receiving a file on the server from the first game player site, the file including data representing a first game move associated with an initiated instance of the first |
| 4 | E-mail game; producing an E-mail message that includes data representing the server being |
| 5 | producing an E-mail message that includes data representing the first game move ready to transmit an HTTP file that includes data representing the first game move |
| 6 | ready to transmit an HTTP file that includes data representing |
| 7 | applied to the initiated instance of the first E-mail game; and |
| | - 21 - |

7. The computer-implemented method of claim 2, wherein the file includes a $% \left\{ 1,2,\ldots ,n\right\}$

8. The computer-implemented method of claim 2, wherein the file identifies the

message from the first player for delivery to the second player.

8

9

2

2

transfer protocol (HTTP).

| 10 | player. |
|-----|--|
| | 16. A computer program product, tangibly embodied in an information carrier, for |
| 1 2 | managing distribution of games on a computer, the computer program product being |
| 3 | operable to cause a machine to: |
| 4 | receive a first E-mail game file on a server at a server site; |
| 5 | store the received first E-mail game at the server site with a previously stored |
| 6 | second E-mail game file; |
| 7 | provide access to the first and second E-mail games file for retrieval; and |
| 8 | send the first E-mail game, if requested by a first player, to a first game player |
| 9 | site for initiating an instance of the first E-mail game. |
| 1 | 17. The computer program product of claim 16, being further operable to cause a |
| 2 | machine to: |
| 3 | receive a file on the server from the first game player site, the file including |
| 4 | data representing a first game move associated with an initiated instance of the first |
| 5 | E-mail game; |
| 6 | produce an E-mail message that includes data representing the first game |
| 7 | move applied to the initiated instance of the first E-mail game; and transmit the E-mail message to a second game player site to initiate a second |
| 8 | transmit the E-mail message to a second game purper that game move of the initiated instance of the first E-mail game by a second player. |
| 9 | |
| 1 | 18. The computer program product of claim 16, wherein the first E-mail game is |
| 2 | received from an E-mail developer site. |
| 1 | 19. The computer program product of claim 16, wherein the first and second E-mail |

transmitting the E-mail message to a second game player site to initiate a

second game move of the initiated instance of the first E-mail game by a second

20. The computer program product of claim 17, wherein the data file uses hypertext

games are stored on a storage device storing multiple E-mail games.

extensible markup language (XML).

from the first player for delivery to the second player.

1

2

1

2

1

| 2 | player. |
|-----|---|
| 1 | 24. The computer program product of claim 17, being further operable to cause a |
| 2 | machine to: |
| 3 | store the first game move applied to the initiated instance of the first E-mail game on |
| 4 | a storage device in communication with the server. |
| 1 2 | 25. The computer program product of claim 17, wherein the E-mail message includes an invitation for the second player to participate in the initiated instance of the first E-mail |
| 3 | game. |
| 1 | 26. The computer program product of claim 17, wherein the E-mail message includes |
| 2 | an advertisement for displaying to the second player. |
| 1 | 27. The computer program product of claim 17, wherein the E-mail message includes |
| 2 | the state of the initiated instance of the first E-mail game. |
| 1 | 28. The computer program product of claim 17, wherein the first E-mail game is a |
| 2 | turn-based E-mail game. |
| 1 | 29. The computer program product of claim 17, wherein the first game move applied |
| 2 | to the initiated instance of the first E-mail game is displayed at the second game player site |
| 3 | based on the receipt of the E-mail message. |
| 1 | 30. The computer program product of claim 16, being further operable to cause a |
| 2 | machine to: |
| | • |

21. The computer program product of claim 17, wherein the data file includes

22. The computer program product of claim 17, wherein the file includes a message

23. The computer program product of claim 17, wherein the file identifies the second

E-mail game;

3

4

5

7

10

| 1 | 31. A process for managing distribution of games comprises: |
|---|--|
| 2 | a process to receive a first E-mail game on a server located at a server site; |
| 3 | a process to store the received first E-mail game at the server site with a |
| 4 | previously stored second E-mail game; and |
| 5 | a process to provide access to the first and second E-mail game file for |
| 6 | retrieval; and |
| 7 | a process to send the first E-mail game, if requested by a first player, to a first |
| 8 | game site for initiating an instance of the first E-mail game. |
| 1 | 32. The process of claim 31 further comprises: |
| 2 | a process to receive a file on the server from the first game player site, the file |
| 3 | including data representing a first game move associated with an initiated instance of |
| 4 | the first E-mail game; |
| 5 | a process to produce an E-mail message that includes data representing the |
| 6 | first game move applied to the initiated instance of the first E-mail game; and |
| 7 | a process to transmit the E-mail message to a second game player site to |
| 8 | initiate a second game move of the initiated instance of the first E-mail by a second |
| 9 | player. |
| • | |
| 1 | 33. The process of claim 31, wherein the first E-mail game is received from an E- |
| 2 | mail game developer site. |
| 1 | 34. The process of claim 32, wherein the first and second E-mail games are stored on |
| 2 | a storage device storing multiple E-mail games. |
| | - 24 - |

receive a file on the server from the first game player site, the file including

produce an E-mail message that includes data representing the server being ready to transmit an HTTP file that includes data representing the first game move

transmit the E-mail message to a second game player site to initiate a second game move of the initiated instance of the first E-mail game by a second player.

data representing a first game move associated with an initiated instance of the first

applied to the initiated instance of the first E-mail game; and

| 1 | 35. The process of claim 32, wherein the file uses hypertext transfer protocol |
|---|--|
| 2 | (HTTP). |
| 1 | 36. The process of claim 32, wherein the file includes extensible markup language |
| 2 | (XML). |
| 1 | 37. The process of claim 32, wherein the file includes a message from the first player |
| 2 | for delivery to the second player. |
| 1 | 38. The process of claim 32, wherein the file identifies the second player. |
| 1 | 39. The process of claim 32 further comprising: |
| 2 | a process to store the first game move applied to the initiated instance of the first E- |
| 3 | mail game on a storage device in communication with the server. |
| 1 | 40. The process of claim 32, wherein the E-mail message includes an invitation for the second player to participate in the initiated instance of the first E-mail game. |
| 2 | |
| 1 | 41. The process of claim 32, wherein the E-mail message includes an advertisement |
| 2 | for displaying to the second player. |
| 1 | 42. The process of claim 32, wherein the E-mail message includes the state of the |
| 2 | initiated instance of the first E-mail game. |
| 1 | 43. The process of claim 32, wherein the first E-mail game is a turn-based E-mail |
| 2 | game. |
| 1 | 44. The process of claim 32, wherein the first game move applied to the initiated |
| 2 | instance of the first E-mail game is displayed at the second game player site based on the |
| 3 | receipt of the E-mail message. |
| | 45. The process of claim 31 further comprises: |
| 1 | a process to receive a file on the server from the first game player site, the file |
| 2 | the data representing a first game move associated with an initiated instance of |
| 4 | 1 Cont E mail came: |
| , | - 25 - |

| 5 | a process to produce an E-man message that message that |
|----|--|
| 6 | server being ready to transmit an HTTP file that includes data representing the first |
| 7 | game move applied to the initiated instance of the first E-mail game; and |
| 8 | a process to transmit the E-mail message to a second game player site to |
| 9 | initiate a second game move of the initiated instance of the first E-mail by a second |
| 10 | player. |
| 10 | • • |
| 1 | 46. A game distribution system comprising: |
| 2 | a server capable of, |
| 3 | receiving a first E-mail game at a server site, |
| 4 | storing the received first E-mail game at the server site with a |
| 5 | previously stored second E-mail game, |
| 6 | providing access to the first and second E-mail games for retrieval, and |
| 7 | sending the first E-mail game, if requested by a first player, to a first |
| 8 | game player site for initiating an instance of the first E-mail game. |
| | 47. The game distribution system of claim 46, wherein the server is further capable |
| 1 | |
| 2 | of: receiving a file from the first game player site, the file including data |
| 3 | representing a first game move associated with an initiated instance of the first E-mail |
| 4 | representing a first game move associated with an arrangement of the control of t |
| 5 | game; producing an E-mail message that includes data representing the first game |
| 6 | move applied to the initiated instance of the first E-mail game; and |
| 7 | move applied to the initiated instance of the first beaming that transmitting the E-mail message to a second game player site to initiate a |
| 8 | second game move of the initiated instance of the first E-mail game by a second |
| 9 | |
| 10 | player. |
| 1 | 48. The system of claim 46, wherein the first E-mail game is received from an E-mail |
| 2 | game developer site. |
| 1 | 49. The game distribution system of claim 46, wherein the server is further capable |
| 2 | of: |
| | |

a process to produce an E-mail message that includes data representing the

1

3

receiving a file from the first game player site, the file including data 3 representing a first game move associated with an initiated instance of the first E-mail game; 5 producing an E-mail message that includes data representing the server being ß ready to transmit an HTTP file that includes data representing the first game move applied to the initiated instance of the first E-mail game; and 8 transmitting the E-mail message to a second game player site to initiate a second game move of the initiated instance of the first E-mail game by a second 10 player. 11 50. A game distribution system comprising: 1 a first game player site capable of, 2 receiving an E-mail message from a server site, the E-mail message 3 associated with a first game move applied to an initiated instance of an E-mail game; 5 producing a file that includes data representing a second game move applied to the initiated instance of the E-mail game; and 7 transmitting the file to the server site to initiate a next game move of 8 the initiated instance of the first E-mail game. 9 51. The game distribution system of claim 50, wherein the E-mail message includes 1 data representing the first game move applied to the initiated instance of the E-mail game. 2

52. The game distribution system of claim 50, wherein the E-mail message includes data representing the server being ready to transmit an HTTP file that includes data representing the first game move applied to the initiated instance of the first E-mail game.